AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1.   (Currently Amended) A method comprising, for each of a plurality of blocks in an image, generating compressed information including information representing a single color value and information representing a plurality of color palette indices including at least one color palette index to a color represented in compressed information for another block in the image.

2.   (Previously Presented) The method of claim 1, wherein the blocks comprise texture blocks, the image includes a texture, and the compressed information includes compressed texture information.

Claim 3-4 (Cancelled)

5.   (Previously Presented) The method of claim 2, wherein generating the compressed texture information is done without determining sequences of repeating elements.

Claim 6 (Cancelled)

7.   (Original) The method of claim 2, wherein the plurality of texture blocks comprise a plurality of 4x4 texel blocks.

8.   (Currently Amended) A machine-readable medium having stored thereon data representing sequences of instructions that when executed cause a machine to:

generate compressed texture information for a first block in a texture, the compressed texture information including information representing a single color value and information representing a plurality of color palette indices, at least one of the plurality of color palette

indices corresponding to a color value associated with a second block in the texture , for
each of a plurality of texture blocks in a texture.

Claim 9 (Cancelled)

10.   (Previously Presented) A method comprising:

dividing a texture into a plurality of non-overlapping texture blocks including a first texture
block and a second texture block;

determining a color palette for the first texture block, the color palette including a plurality
of color values including at least one color value stored for the second texture block; and

compressing the first texture block by determining indices for a plurality of texels in the
first texture block to color values in the color palette and storing compressed texture
information which includes these indices.

11.   (Previously Presented) The method of claim 10, wherein the color palette further comprises
a color value stored for the first texture block.

12.   (Previously Presented) The method of claim 11, wherein the color palette further comprises
a second color value stored for the first texture block.

13.   (Previously Presented) The method of claim 10, wherein determining the color palette
further comprises calculating a difference between an uncompressed texel color value and a
color value in the color palette for that texture block, and reducing the difference by
changing the color value to be stored for the second texture block.

14.   (Previously Presented) The method of claim 10, wherein the texture comprises a plurality of
two-dimensional textures and the first texture block is contained in one of the two-
dimensional textures.

App. No. 10/764,314   - 3 -   Dkt. No. 42P8665C
BEV/wlr

Claims 15-30 (Cancelled)

31.   (Currently Amended) A computer system comprising:

a bus;

a memory coupled to the bus;

a network interface device coupled to the bus;

a processor coupled to the bus; and

instructions stored on a machine-readable medium that when executed cause the processor
to generate compressed texture information for a block in an image, the compressed texture
information including information representing a single color value and information
representing a plurality of color palette indices including an index to a color value
associated with another block in the image.

32.   (Cancelled)

App. No. 10/764,314   - 4 -   Dkt. No. 42P8665C
BEV/wlr